

NIGHTHAWK
F-117ATM
STEALTH FIGHTER 2.0

TECHNICAL SUPPLEMENT
for IBM & compatible computers



MICRO PROSETM
ENTERTAINMENT • SOFTWARE

Contents

Your *F-117A Stealth Fighter 2.0* should contain a manual, this technical supplement folder, two high density 5 1/4" disks or three 720K 3 1/2" disks, keyboard overlays, a registration card, and a backup disks order card.

Required Equipment

Computer: This simulation runs best on 16 MHz (or better) machines (usually a 386) or a computer 100% compatible. The machine must have at least 640K of RAM.

Controls: The game can be run entirely from the keyboard, or with a joystick and keyboard. A MicroSoft mouse (or compatible) may also be used for various functions. A joystick greatly improves the realism of the simulation, and is highly recommended; a mouse is also very convenient.

Display: The simulation requires a VGA monitor with an MCGA or VGA graphics system.

DOS: You must have IBM or MicroSoft DOS, version 3.0 or higher.

Copy Protection

F-117A has no disk copy protection. This means you can install the game files from the original disks however you like: onto other floppy disks or onto a hard drive. The game will start and run from any of these.

However, the program will ask you to identify a combat aircraft after you boot up; use the illustrations in the back of the manual to answer this question.

We regret that continued software piracy necessitates this hindrance to you, but we've done our best to design the protection to minimize intrusion upon legitimate owners.

Installation

Before you play the game we strongly recommend that you install the game onto other floppies or onto your hard drive. You may play from the original disks if you want, but no information will be saved onto them.

You can install the game files in any way you see fit: you may simply use the DOS COPY command to move the files from one location to another (see your DOS manual for details), or you can use the INSTALL program provided on disk "A", which transfers all game files from the original disks onto other floppies or onto a hard drive.

Using the INSTALL Program: Place disk "A" into your floppy drive A and type "A:" followed by the return/enter key. Then type "INSTALL" followed by return/enter. After this, just follow the prompts.

If you are installing onto a hard drive the program creates a directory entitled "MPS" (if one already exists, a new one is not created, but used instead). It also creates a subdirectory called "F117". Finally, it creates a batch file called "F117.BAT" in the MPS directory. Feel free to move or modify this batch file as you see fit. None of the files are copy protected and may be erased, moved, backed up, or reinstalled as desired.

Loading from Floppy Disks

1. Boot your machine: using DOS (version 3.0 or higher).

2. Insert Disks: When the ">" prompt appears, insert the F-117A disk "A" into the A drive.

3. Load Program: Type "A:" followed by the return/enter key. Then type "F117"; the game should begin loading.

4. Other disks: During loading you may be asked to insert additional disks; follow the screen instructions.

Loading from a Hard Disk

1. Boot your machine: Turn on the computer and wait for the ">".

2. Load the game: go to the "MPS" directory (or wherever you have put the game files), using the DOS "CD" command. Then type "F117" to start the game.

Memory Considerations

Like many recent simulations, F-117A requires large amounts of RAM. VGA/MCGA graphics use the most memory. Of the sound options, IBM sound requires the least while AdLib and Roland use significantly more. Joystick control requires no additional memory.

DOS 4 operating systems require significantly more RAM than DOS 3; version 5 requires the least, if you have at least 1 meg of RAM and it is set properly.

Never use terminate and stay resident (TSR) programs, such as RAM disks, notepads, network drivers, and so on, while running F-117A.



Don't Trash!

Your Official Proof-of-Purchase is located on the reverse side.

The official proof-of-purchase is required when ordering a backup copy of your game, and when participating in most MicroProse promotions!

Problems?

The latest notes regarding this program can be found on disk, in an ASCII file named "READ.ME". You can read this file using standard DOS commands, such as "TYPE".

If the program does not load or run correctly, turn off your entire machine and restart it. Make sure DOS and F-117A are the *only* programs loaded into memory.

If you continue to have trouble, try the original F-117A disks. Your copies may be bad. If the originals don't work, try the original F-117A disks in another machine. If the disks work in another machine, then your machine has compatibility problems (i.e., some aspect is not entirely IBM compatible).

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In such cases, contact MicroProse Customer Service in Maryland at (301) 771-1151, Monday through Friday, 9am-5pm Eastern Time. Please have a pencil and paper handy when you call.

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Details on Backup Order Form.



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Please check game format here.

IBM 3.5 H/D
 IBM 5.25 D/D